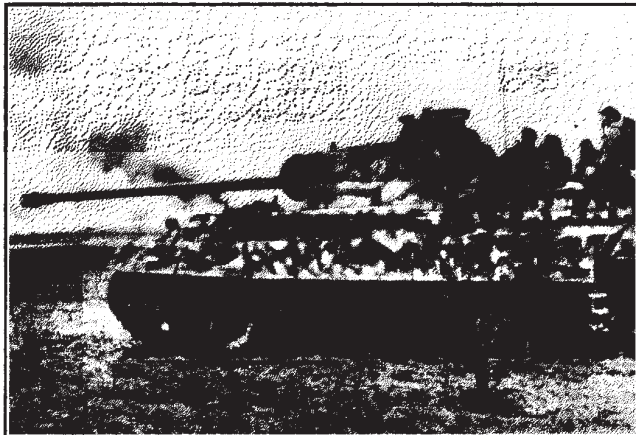


PANZERS MARSCH!

SCENARIO ASL TAC 62

Translated by Coastal Fortress Gaming Group

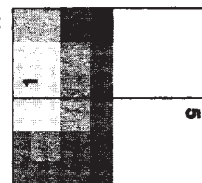


VICTORY CONDITIONS: The Germans win at game end if they control ≥ 9 stone building hexes.

East of KIELCE, POLAND, 16 August 1944:

Profiting from the collapse of Army Group Center, armored spearheads from the 3rd Guards Army penetrated deep into German lines and captured a town commanding two bridges which were the key to the German lines of communication. A Kampfgruppe from the 3rd Panzer Division launched a counterattack to retake the village. The plan formulated by Zobel, the Kampfgruppe commander, involved one company of tanks making a feint to the west while the main attack, detailed to a second tank company and mounted infantry, was to come from the south.

BOARD PLACEMENT:



BALANCE:

- ✚ Exchange the German 9-1 Armor Leader for a 9-2

- ★ Add 4 "7" counters to the Russian OB

only hexrows A-P on board 1 and R-GG on board 5 are playable

★ RUSSIANS set up first	✚	1	2	3	4	5	6	END
✚ GERMANs move first								

Spearheads of the 3rd Guards Army [ELR: 4]

setup on board 1 and on board 5 in hexes numbered 10 {SAN: 4}:



6-2-8	4-5-8	9-1	8-1	6-12	2-6	50" [3-20]	1-12	7 morale	5 1S OVR, OBA: +4 Other: +2
2	4							4	2
57LL	2-2-8	16 11 6 85L 2/4	8-1						
		2							



Elements 6th Company, 2nd Battalion

3rd Regiment (3rd Panzer Division)
enter on turn 1 on the west edge,
on/south of hex 5GG6 :

15 10 6 75LL 3/5/2	9-1
2	

Elements of 5th Company, 2nd Battalion

3rd Regiment (3rd Panzer
Division) enter on/after turn 1
on the south edge :

15 10 6 75LL 3/5/2

Elements of 3rd Panzer Division [ELR: 3]

enter on/after turn 1 on the south edge {SAN: 2} :



16 1 1 15PP AAMG -1/-3	5-4-8	9-1	8-1	8-1	7-16	5-12	3-3	12-4
3	9			2	2	4	2	

Scenario Design: Jean-Luc Béchenec '92

SSR:

- EC are moderate, with no wind at start. Kindling is NA.
- Buildings are all single-story. On board 5, hexes GG7, V8, U9, T8, S8, R8 are stream hexes, the other terrain type (Wood or OG) still exists. The Gully 5FF1-W2 does not exist, the Gully 5FF7-W9 is a Stream, the other terrain type still exists. Bridges Z9 and EE2 do not exist. The Stream are Deep.
- German Vehicular Crew may not voluntarily abandon their vehicle.

AFTERMATH: The Panthers, using their guns and machineguns, cleared out the area south of the village, in the process destroying several anti-tank guns and two tanks. The infantry then entered the village and seized the bridges without encountering major opposition. Several Russian units, including tanks, fled to the north-east. The village was secured with little hindrance from the Russians who for the most part, realizing their numerical inferiority, abandoned their positions. The second bridge to the north-east of the village was rapidly controlled by the Germans.